Chuck E Cheese / Stage 2000

Deep Freeze

by Stephen White

(SFX/STAGE EFFECTS) Several elements of the Adventure Machine flicker to life during POWER UP SEQUENCE. The BRAINIVAC MODULE appears on RS.

BRAINIVAC
Adventure Machine activated! Countdown to adventure, 5...4...3...2...1...

(SFX/STAGE) There is a sudden rush of sound and light as the Adventure Machine comes to "full" life. METALLIC DOORS appear on LS and RS, and Chuck E's cabin door opens (SFX). He happily examines the crowd as BRAINIVAC withdraws.

As Chuck speaks, MUNCH walks out on the LS, looking dejected.

CHUCK
Hi there, everybody- and welcome back to the party! I'm Chuck E Cheese, and *this* is my Awesome Adventure Machine! The machine that lets us go anywhere and do anything!

MUNCH
Awwww, I don't *want* to do anything.

Chuck turns to speak to Munch.

CHUCK
Huh? Gee Munch, what's the matter?

MUNCH
Well, I'm feelin' kind of blue...

JASPER walks onto LS and points at Munch's fur.

JASPER
Uh, Munch- you *are* blue!

HELEN and PASQUALLY now stroll onto RS, looking towards LS.

MUNCH
No, no- I *mean* I'm feelin' a little sad.

OTHERS
AWwww...

MUNCH
See, it's been a real long time since I've seen my cousin, and I really miss him...

HELEN
I didn't know you had a cousin...

MUNCH
Oh sure! But he lives way up at the North Pole!

CHUCK
Oh yeah...I know who you're talking about!

Chuck E adjusts a few controls. On the LS a PANEL OPENS to reveal a "SNAPSHOT GRAPHIC" (VFX/SFX) of a large WHITE-FURRED VERSION OF MUNCH with a HUMOROUSLY FAT NAKED BELLY.

PASQ/JASP/HELEN
(adlib surprise)

CHUCK
The "Abdominal" Snowman!

PASQ
I can see the family resemblance...

JASPER
He should switch to "I Can't Believe It's Not Blubber"

MUNCH
(Sighs) Yeah, I sure wish I could see him again...

CHUCK
Then let's do it!

OTHERS
Huh?

Chuck E begins working controls. Various LIGHTS FLASH as the Adventure Machine gets ready to do its thing (SFX: JET ENGINE WARMING UP)

CHUCK

The Awesome Adventure Machine can take all of us to the North Pole! Even you kids!
(A beat)
So hang on to your earmuffs everybody, cause here...we...go!

Chuck E pulls a control; his CONTROL CABIN DOORS BEGIN CLOSING and LIGHTS FLASH (SFX: EXPLOSIVE ACTION). On LS and RS, all characters SPIN OUT OF SIGHT as they are enveloped in SPACE/TIME TRAVEL EFFECTS.

ALL

Whoa-a-a-a!!!!

When the action clears, we see 3-D SNOWSCAPE on LS and RS. There are MAJESTIC GLACIERS in the background. The NIGHT SKY is filled with TWINKLING STARS and RIPPLING NORTHERN LIGHTS. (SFX: SWIRLING WINDS and ICY TINKLES). We then hear (SFX: APPROACHING SNOWMOBILE ENGINE- not obnoxiously loud)

(NOTE: Be sure to allow :11 from Chuck closing Control Cabin door until he is seen on video!) On LS, CHUCK emerges from Control Cabin side, dressed in WINTER GARB, riding a SMALL SNOWMOBILE (SFX: IDLE). He looks cold (hey- any way to do frosty puff of breath occasionally?)

CHUCK

Brrr-r-r-r! Looks like we made it alright! Wonder where the other guys are?

(SFX: MORE SNOWMOBILES REVVING) On RS, Pasqually and Helen, both in WINTER GARB (including HAT for Pasq), ride into frame on SNOWMOBILES. They continue onto LS and stop near Chuck.

HELEN

Right here, Chuck E!

PASQ

Slip-sliding your way!

On RS, Jasper and Munch ride into frame on SNOWMOBILES. They are also wearing WINTER GARB.

MUNCH

Whoa! This is the sort of place "where a skid can be a skid!"

OTHERS
(laugh)

JASPER
(Freezing)
Oh-h-h, let's get moving! In a place *this* cold, we should be hot on someone's trail!

OTHERS (NOT CHUCK)
(adlib agreement)

(SONG begins) (MUSIC NOTE: All timings shown here are approximate pending actual song construction)

(:00-:10) Instrumental Intro

CHUCK
C'mon! We're off to find the Abdominal Snowman!

Chuck, Helen and Pasqually zip towards left side of frame (SFX: SNOWMOBILES- not obnoxiously loud)...

MUNCH
That's "Abby", for short!

On RS, Munch and Jasper rev their vehicles (SFX) and join the action. The BACKGROUND SCENERY (3-D?) will SCROLL PAST to show motion, with 3 characters on the LS, and 2 on the RS. It might be nice if the snowmobiles might sometimes veer off course, or go up and down hills.

(:10)

HELEN

Up north

In the land of ice and snow

There's a real cool place to go

Where the Polar Bears and Penguins chill...

In the background (both screens), we may see ANIMATED 2-D GRAPHICS of POLAR BEARS and PENGUINS peeking over hilltops, walking, or sliding down hills. (This can be a repeating element)

PASQ

You know

There's a party going on

Where the nights are six months long

So go Eskimo and enjoy a thrill!

(:35)

On LS and RS, the snowmobiles STOP in a particularly SCENIC AREA and everyone climbs off- leaving Chuck, Helen, and Pasq on LS; Jasper and Munch on RS. On the LS, there is a PATCH OF ICE with an OPEN HOLE in the foreground.

HELEN

Dance...

on a dazzling blanket of white

Beneath these northern lights... (MUSIC: gliss)

Our characters look at the sky as The NORTHERN LIGHTS and TWINKLING STARS (VFX) radiate dazzling color effects in sync with the MUSIC GLISS. As the chorus begins, our characters to an EASY-TO-IMITATE "Shiver & Shake" dance step.

During the dance, add (VFX) including BLOWING SNOW and SWIRLING WINDS. Also, as the chorus continues, show an increasing number of ARCTIC CRITTERS (wolf, caribou, moose, penguin, polar bear, etc) appearing over the hilltops, bopping and grooving to the music. A WALRUS sticks his head up through the hole in the ice and bops along. As we near the end of the chorus, there is also a quick look at the elusive ABDOMINAL SNOWMAN- who no one else sees.

(:45)

ALL

Shiver and shake with ev'ry step you take

Do the Deep Freeze

Rub your hands together in the Arctic weather

Do the Deep Freeze

HELEN

You can be a Yukon dance-hall hero

Hav-ing fun when it's un-der zero degrees...

ALL

Do the Deep Freeze!

(1:10 - 25-second instrumental)

As the chorus finishes, all ANIMALS and CREATURES (other than our characters) DIVE OUT OF SIGHT before being spotted.

On RS, Jasper is testing the snow with tentative steps.

JASPER

I wonder how deep this snow is?
Yikes!

He takes a step- and DISAPPEARS down to his head (SFX: SHLURPF!)

OTHERS

(laugh)

JASPER

Would somebody give me a hand?

Dutifully, all of the other characters begin to APPLAUD (SFX: HAND CLAPS). An ANIMATED SEAL may slap his flippers, too.

OTHERS

(adlibby: Yeah, sure, okay...)

JASPER

(Embarrassed)

Oh-h-h...

Munch TUGS JASPER'S HEAD and Jasper pops back up the surface (SFX: POP!), shivering.

On LS, all characters shiver and slap their arms to stay warm.

HELEN

Brrr! I didn't know a chicken could
get goosebumps!

PASQ

It's a good thing I wore my Polar
Cap!

(1:35)

As the bridge section is sung, everyone shivers and shakes. ANIMATED CRITTERS continue to make surprise appearances.

CHUCK

Shiver, Shiver

CHUCK/HELEN

Shiver, Shiver

CHUCK/HELEN/PASQ

Shiver, Shiver...

CHUCK/HELEN/PASQ/JASP

Shiver, Shiver

ALL
(Shout)

Shake!

MUNCH

...But don't break

CHUCK

Quiver, Quiver,

CHUCK/HELEN

Quiver, Quiver

CHUCK/HELEN/PASQ

Quiver, Quiver,

CHUCK/HELEN/PASQ/JASP

Quiver, Quiver

ALL
(Shout)

Quake!

PASQ

That's what it <u>takes</u> to stay warm...

(1:50 - 25-second instrumental)

As vocal ends, a PILE OF SNOW falls with a (SFX: THUD) over LS and RS, covering all characters.

After a beat, all 5 Characters BURROW OUT OF SNOW BANK on LS (SFX). They brush & shake off SNOW as they speak. Jasper holds TWO SNOWFLAKES, one pinched in each hand (could be prop, or "imaginary").

JASP
(excited)
Hey look! I found two snowflakes that are *just alike!*

HELEN
Really? They look the *same?*

JASP
Oh- ...no. I meant they're both really *cold.*

OTHERS
(Groan)

On RS, the ABDOMINAL SNOWMAN burrows out of the snow bank (SFX).

CHUCK
Look! over there! The Abdominal Snowman!

OTHERS
(Ad-libbed surprise)

On RS, the Abdominal Snowman shows surprise and runs offscreen (to the outside edge).

ABBY
(Humorous Guttural Surprise)

On LS, everyone begins chasing after him. SCENERY SCROLLS to imply motion, with all 5 characters remaining on LS for now. Abby gets away.

MUNCH
Hey Abby! Wait for us!

The SCROLLING SCENERY brings us to a new scene where 3-D SNOWMEN (the traditional kind) ring the area. On RS, there is one EXTRA-LARGE SNOWMAN, too. Also on RS, we may again see the foreground ICE with HOLE in it.

Jasper and Munch run from LS to RS before stopping. Scenery scrolling stops for another "set piece"

(2:15)

Chuck checks out the SNOWMEN as he sings. Others look around for Abby, but don't spot him.

CHUCK

Up north

Where the snowmen never melt

Even parkas look quite svelte

And the mukluk look is right in style

As Jasper sings, CARIBOU and MOOSE stick their heads up from behind snowy hills, bopping along. During Jasper's last line, a graphic MIDNIGHT SUN with FACE may rise above the horizon, shake it's head, then quickly drop back out of sight.

JASPER

Chill out

With the caribou and moose

You might as well cut loose

The midnight sun won't rise for awhile

(2:40)

As Helen sings, the SNOWMEN begin to DANCE and ROCK.

HELEN

Dance...

on a dazzling blanket of white

Beneath these northern lights... (gliss)

Again, on LS and RS there are DRAMATIC LIGHTING EFFECTS shimmering across the sky in sync to the music effect.

(2:50)

Everyone does their dance routine again. Again, keep adding CRITTERS and SNOW EFFECTS as the chorus goes on, including the WALRUS sticking his head up through the HOLE in the ICE on RS.

ALL

Shiver and shake with ev'ry step you take

Do the Deep Freeze

Rub your hands together in the Arctic weather

Do the Deep Freeze

JASPER

You can be a Yukon dance-hall hero

Hav-ing fun when it's un-der zero degrees...

ALL

Do the Deep Freeze!

(3:25 - 10-second instrumental)

On RS, Munch loses his footing...

MUNCH

Whoop-oop! Whoa!

He falls against the LARGE SNOWMAN- knocking the snow away to reveal ABBY underneath!

MUNCH

Abby!

ABBY

(Surprise & Delight)

Brawr! (laughs)

The reunited cousins happily embrace- everyone else is delighted!

(3:35)

HELEN

Dance...

on a dazzling blanket of white

Beneath these northern lights... (gliss)

We again see the dramatic LIGHTING EFFECT across the sky on LS and RS. Now, all possible CRITTERS and SNOWMEN dance and join in the fun! We might also have CRITTERS drive through atop the deserted snowmobiles (Hey, it's a big finish!)

ALL

You can be a Yukon dance-hall hero

Hav-ing fun when it's un-der zero degrees...

Do the Deep Freeze!

(3:50)

As soon as last line is sung, Chuck E exits frame in the direction of Control Cabin.

On LS and RS, BLOWING SNOW quickly builds from BOTTOM TO TOP, covering the screens entirely by final music strike.

As soon as Chuck E is out of frame, begin opening CONTROL CABIN DOOR (needs :11 before Chuck's next line)

(4:00 - Final strike, sustain, then outro reprise)

Inside his Control Cabin, Chuck E, bopping to the music.

CHUCK
Gee, there's no business like SNOW business, is there? (laughs) I'm gonna go and get warmed up again- but then I'll be back with another adventure for us to share! I'll see ya then!

(MUSIC: UP) as DOOR CLOSES over CHUCK E. There is a last flourish of LIGHTING EFFECTS from the Adventure Machine which SYNC TO MUSIC. There is a final (MUSIC STRIKE which dissolves into SPARKLING TINKLES); Synced to this, the snow on LS and RS "ATOMIZES" and drifts away, leaving DARK SCREENS behind.

Adventure Machine powers down; HOUSELIGHTS UP.

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"DEEP FREEZE"
ORIGINAL SHOW SCRIPT

Date of Origin: 1997
Archived: 9-24-20
Submission by Steve White
Version 1.0